SUPER WILD CARD DX2

SUPER WILD CARD DX2

Hardware Features:

* Adopt new generation FC9304-JSI core chip.
* Bi-directional parallel port (PC compatible).
* CD-AUDIO mix input.
* High speed PC-Link I/O port.
* 32M bits program memory (expandable to 130M bits).
* 2M bits BIOS ROM (expandable to 8M bits).
* 1K bits Non-Volatile memory for backup user setting.
* 256K bits battery backup memory for game.
* 1.44M bytes mini floppy disk drive.

Software Features:

* New configurable GUI OS with background music.
* Plug & play driver for CD-AUDIO, CD-ROM, hard disk & zip drive.
* Deluxe CD-AUDIO control panel.
* Support peripheral drive data exchange.
* New design file management system.
* Enhanced cheat code search algorithm.
* Accept code of Action Replay(tm), Game Genie(tm), Gold Finger(tm) & Front Fareast(tm) format.
* Support 720K, 800K, 1.44M, 1.6M, 2.88M, 3.2M format on any type of disk media (2DD,2HD or 2ED).
* Enhance floppy disk driver by A.E.R. algorithm (Automatic Error Retry).
* Support background program download for PC-Link port.
* Enhanced Real-Time Save function (still screen, slow motion).
* Build in editor of memory & file.
* Build in puzzle game.
* 16/256 colors PCX picture viewer.
* Self diagnostic.

Options:

* DISXDUAL [illegible] Fareast CD-ROM/hard disk drive 2in1 [illegible] (compatible).
* ZIP [illegible] 100M bytes floppy disk drive (PC [illegible]).
* [illegible] floppy disk drive (PC compatible).
* 2M [illegible] M chip (for sub RAM of Real-Time Save).
* [illegible]/130M [illegible] RAM module.
* PC-Link cable [illegible] PC (25 pin male to male D-SUB).
* PC-Link utility [illegible] PC (V.G.S. by JSI).
* External DC/AC power adaptor (9-12volt).

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ront

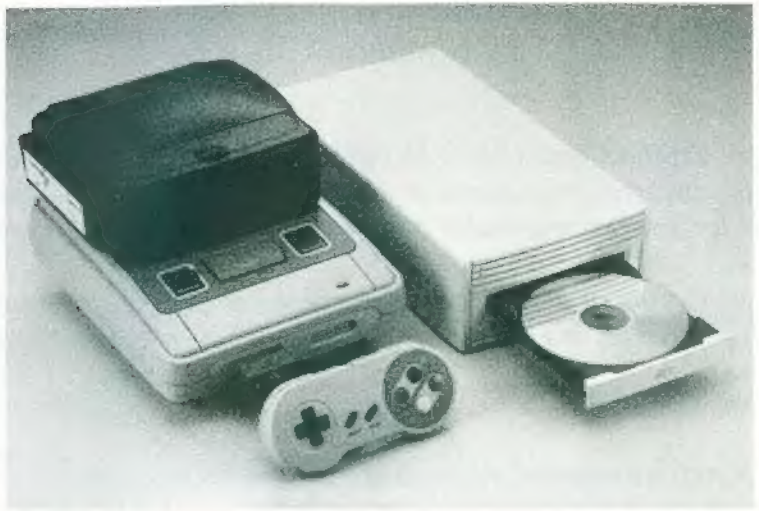
FRONT FAREAST INDUSTRIAL CORPORATION
TAIPEI, TAIWAN
REPUBLIC OF CHINA

FRONT FAREAST®

SUPER WILDCARD® DX2

The Ultimate Video Game Enhancer for SNES™

User's Guide



CREDITS

Code: JSI, Rock
Graphics: Chen, Kao, UU
Music: Chen, Teddy
Game: JMK
Beta Testing: Tiger, JoJo

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1 Read This First

Introduction

Welcome to the Super Wildcard DX2 operating system. With DX2, all the things you do now will be easier and faster, and what you've always wanted to do is now possible.

This book introduces you to the DX2 operating system and gets you up and running quickly.

Package Contents

Check your Super Wildcard DX2 package to see if everything is there. If any pieces are missing, contact the retailer from whom you purchased the product. In the package, you should find the following items:

- Super Wildcard DX2 main unit
- Extended slot cartridge
- Warranty card
- User's guide

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Accessories

To unlock the most power of your DX2 system, you have to purchase the following accessories:

- Diskdual - the CD-ROM & hard drive external case from Front Fareast.

- Zip Drive - the 100M bytes external floppy drive from Iomega™.

- 2.88M, 3.5 inch, internal floppy disk drive. (IBM™ PC compatible)
- VGS - the communication utility available for IBM™ PC compatibles.
- PC-link cable - available for IBM™ PC compatibles, Amiga™ PCs.
- 64 or 66M bits RAM module.
- 2M bits expansion RAM - support the Real-time Save buffer of your 32M games.

For more information, contact your DX2 dealer.

Service

Front Fareast corporation would like to provide you the best service in the industry. If you have questions about your DX2 system or need help, there are several resources available to you to keep you zipping along:

- Review your user's guide.
- Call or visit your DX2 dealer.
- If your dealer is unable to help, contact Front Fareast customer support through one of the following methods:

Tel: +886-2-5048851
Fax: +886-2-5042319
E-mail: ffe@ms3.hinet.net
Address: 1F, No 56, Lane 102, Ho-chiang St., Taipei, Taiwan, R.O.C.

Some things you'll need to provide before we can do the repair service for you:

- ✓ Warranty card.
- ✓ A complete description of the problem.
- ✓ Game diskette if it required.

You can get the latest Wildcard news from the web site - **www.anthrox.com**

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2 Getting Started

System Requirements

Make sure everything is ready before you go to installation.

Minimum

- Super Nintendo™ entertainment system (SNES) or compatible console, NTSC or PAL version.

Optional

- Floppy diskette : 3.5 inch 2DD, 2HD or 2ED.
- SNES game cartridge.
- 9V~12V DC power adapter for DX2.
- Diskdual.
- Zip drive.
- PC communication cable.

Installation

Do **not** power on the SNES system before all steps are completed.

Install the DX2

1. Connect your SNES system as described in your SNES instruction booklet.
2. Insert the extended slot cartridge into the bottom of the DX2.
3. Put the DX2 on top of the SNES, and let the extended cartridge be tightly inserted into the SNES slot.

Install the Diskdual

1. Connect the power cable of the Diskdual.
2. Connect the 'To System' port of the Diskdual to the DX2 parallel port by the 25-pins round cable coming with the Diskdual package.
3. Option: Connect the stereo AUDIO cable from the AUDIO output port of Diskdual to the CD-AUDIO input port in front of DX2.
4. Turn on Diskdual power before turn on your SNES power.

Install the Zip™ Drive

1. Connect the power adapter of the Zip Drive.
2. **Remove** Diskdual cable if it has been connected to the DX2.

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3. Connect the round cable coming with the Zip package from Zip drive to the DX2 parallel port.
4. Connect Zip Drive power before you turn on your SNES power.

Start to Use Your DX2 :)

This is the picture of the sample DX2 system, which has Diskdual at the right side. Get ready to enjoy the game.

3 General Operation

Hot-Key

Press the following button while power on the system.

R	Real-time mode on floppy disk stored game
R+A	Real-time mode on cartridge stored game
Y	Jump to copy option menu
B	Backup cartridge game
A	Execute cartridge game
X	Disk auto-loading disable

General Usage of the Buttons

Usually you can use joy pad 1 or 2 to activate the following action.

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Enter/Accept

Abort/Quit to previous menu

Abort/Quit to main menu

List of the available buttons

Useful Icons for Editing

When you are editing file names, memory or password you can see the following extra icons on your screen.

ACCEPT

CLEAR ENTIRE LINE/CHARACTER

DELETE CURRENT CHARACTER

ONE CHARACTER BACK

ONE CHARACTER FORWARD

Backup Cartridge to Floppy Disk

1. Power off your SNES.
2. Insert the cartridge into the slot on top of DX2.
3. Insert an **empty & formatted** disk in the floppy drive of DX2.
4. Hold down < **B** > button and power on your SNES.
5. Select the floppy disk item by pressing the < **B** > button.
6. Press < **B** > button again to start the game program transfer.
7. Insert the next empty disk if prompted to do so until the transfer procedure is complete.

Play Game from Floppy Disk

1. Power off your SNES.
2. Insert the game disk into floppy disk drive.
3. Power on your SNES.
4. The game will automatically transfer into the DX2 memory.
5. Press < **B** > to select the playing mode: normal or real-time save.
6. Start to play the game.

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4 Advanced Operation

Overview

The DX2 is consist of 6 operating systems.

1. WILD CARD O.S.

- Run
- Program manager
  Restore from: Floppy disk, Hard disk, Zip disk, CD-ROM, Cartridge
  Backup to: Hard disk, Zip disk, Floppy disk
  Edit
  Game info
- Battery SRAM manager
  Restore from: Floppy disk, Hard disk, Zip disk, CD-ROM, Cartridge
  Backup to: Floppy disk, Hard disk, Zip disk, Cartridge
  Edit
- Password manager
  Restore from: Floppy disk, Hard disk, Zip disk, CD-ROM
  Backup to: Hard disk, Zip disk, Floppy disk
  Edit

  First search
  Continue search
  List code
- Real-time save manager
  Restore from: Floppy disk, Hard disk, Zip disk, CD-ROM
  Backup to: Hard disk, Zip disk, Floppy disk
- Extra utilities
  Option: Screen/audio, User message, Default
  PCX slide show
  PCX puzzle game
  Self test: DRAM read/write, SRAM read/write, Floppy drive
  System info: WILD CARD INFORMATION, SFC/SNES INFORMATION, Credits

2. CARTRIDGE O.S.

- Run
- Program manager
  Backup to: Floppy disk, Hard disk, Zip disk, Wild Card
  Edit
- Battery SRAM manager
  Restore from: Floppy disk, Hard disk, Zip disk, CD-ROM, Wild Card
  Backup to: Floppy disk, Hard disk, Zip disk, Wild Card
  Edit
- Game info

3. FLOPPY DISK O.S.

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- Run
- File/Directory manager
  - Rename
  - Delete
  - Edit file
  - New directory
  - Move
  - Copy file
- Disk format
- Disk info
- Disk copy

4. HARD DISK O.S.

- Run
- File/Directory manager
  - Rename
  - Delete
  - Edit file
  - New directory
  - Move
  - Copy file
- Disk format
- Disk info

5. COMPACT DISC O.S.

- Run
- File manager
  - Dump
  - Copy
- DISC info
- CD audio panel
- Eject/Load DISC tray

6. ZIP DISK O.S.

- Run
- File/Directory manager
  - Rename
  - Delete
  - Edit file
  - New directory
  - Move
  - Copy file
- Disk format
- Disk info

File/Directory Operation

In DX2, the File/Directory is designed for MS-DOS & PC-DOS compatibility.

The button's functions are listed below:

L / R Goto previous/next page if more than 6 files in the directory.

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← / → Goto parent/sub directory.

↑ / ↓ Select file or directory.

B Go/Accept.

Y Abort.

Wildcard Operating System

The most excited function of DX2 is the wildcard icon, let's show you more about it in detail.

Run

Play or continue the game that is restored in the DX2 memory, you will be asked for choosing the normal or real-time save mode before running the game, you can restore the game by the next (program manager) function.

Program manager

This function is used for transferring/backing up games. You can also edit the game program, selecting this options will bring you to a sub menu.

Restore from :

In this function you can load the game file from following storage devices: CD-ROM, hard disk, zip disk, floppy disk, cartridge.

Backup to :

After editing the game program, you can save it to the storage device.

Game info. :

When you restore a game to DX2 memory you can see all game info i.e.: title name, B-RAM size...

Battery SRAM manager

This function is used to save your battery backup data for future use. (This is mainly for role playing games which save game data into the battery back-up RAM. You can use this to save your game position in a game and give it to your friends) Selecting this will bring you to another sub menu.

Restore from :

In this function you can load battery backup data from following storage devices: CD-ROM, hard disk, zip disk, floppy disk, cartridge.

Backup to :

Save battery backup data in DX2 to other storage devices.

Edit :

This option allows you to edit the battery backup memory of DX2. Use of this function might be to edit hi-scores in a game or change your character data, giving you unlimited lives, etc.

Password manager

This option allows you edit/input passwords for enhancing game features.

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(live forever, etc.) The DX2 accepts 4 kinds of popular code format that you can find in most game magazines:

1. Front Fareast standard format.
2. Gnnnnnnnnnnnnn : 14 character set format (be sure to add a "G" char before each code yourself)
3. nnnn-nnnn : two 4 characters set format.
4. 7Ennnnnn or 7Fnnnnnn : Cheat code finder format.

- All the code must be capital.
- Be sure to input the code from the first column of each line for the code to work properly, other characters or comments behind the code will be ignored.
- Codes of Format 3 & 4 work under real-time mode.

Restore from :

Allows You to load passwords from other storage devices into the DX2.

Backup to :

Allows you to save current password in the DX2 onto other storage devices for future use.

Edit :

This option can edit or input the password.

First search / Continue search / List code :

This option must be used in real-time save mode. Please select it before the game starts. In this mode you can hunt for code such as INFINITE lives and powerful weapons etc.

Be sure to move the code to the password buffer when you list the matched code so that the code will then be active.

Real-time save manager

This feature allows you to FREEZE and SAVE your game ANYTIME during game play. It works on majority of current games.

Restore from :

Use this option to load your REAL-TIME saved data to DX2 from other storage devices.

Backup to :

Use this function to save your REAL-TIME freeze data from DX2 to other storage devices.

Extra Utilities

Utilities that make the DX2 user friendly.

Option :

Customize your WILD CARD DX2 to the way you want it to appear upon start-up.

1. Screen/Audio : Customize your DX2 SCREEN with the following option :
   - Logo (2 sets)
   - Windows (2 sets)

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- ✧ Background tile (16 sets)
- ✧ Icon (4 sets)
- ✧ Audio option (4 sets, sound effects, music on / off)
- ✧ Menu language (2 sets)

2. User message : Customize the user message on the DX2 screen to what you want it to be.
3. Default : Restore the original setup which was shipped with the DX2.

PCX slide show :

View PCX pictures. (16/256 colors, 256 x 224 pixels is recommended)

1. View a single PCX picture.
2. View PCX slide show from the Floppy disk, hard disk, Zip disk or DX2 memory.

PCX puzzle :

A built-in puzzle game, you can load your own picture, the picture file must be 16/256 colors, 256 x 224 pixels PCX.

Self test :

Test the chips inside your DX2.

1. DRAM read/write tests all 32 Megabits of it or move if you have more.
2. SRAM read/write tests your battery backup RAM.
3. FLOPPY DRIVE tests the floppy drive. This test require a 2HD disk to be inserted in the disk drive. DO NOT insert a disk which contains any important data because the data will be erased. Insert a BLANK or unused disk.

System info :

1. WILD CARD INFORMATION
   Show the information about your DX2.
   MAIN MEMORY size of the DX2.
   SUB MEMORY size. (extra memory for real-time mode)
   BACKUP MEMORY size is 256K bits standard.
   BIOS DATE, the released data of the DX2 ROM.
2. SFC/SNES INFORMATION
   Show the Information about your game console.
   CPU version, version number of the CPU chip inside your console.
   PPU1 version, version of the graphic chip inside you console.
   PPU2 version, the second graphic chip version number.
   Display type, the TV system of your game console.
3. CREDIT
   The names of the people in the team which created the DX2.

Cartridge Operating System

Run

Play the game on the inserted cartridge just like you insert the cartridge

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directly to the SNES.

Program manager

You can transfer the game of the cartridge to other storage devices, or dump it's contents to screen, you can not edit the game program in cartridge because it is read only memory.

Battery SRAM manager

You can transfer the battery backup data of the cartridge to and from other storage devices or edit it's contents.

Game info

You can see game information of the cartridge, including title name, mode, size...

Floppy Disk Operating System

The floppy drive is a built-in device, so this is the most common function of the DX2 system.

RUN

This options allows you to load & play games from the floppy disk. The system will also search & load SRAM data(*.BBD), real-time data(*.RTS), *.IPS

file(international patch standard) and password file(*.PAS) automatically after the main game program has been loaded.

File/Directory manager

Rename : Change file or directory name.

Delete : Delete file or directory that you no longer want on your disk.

Edit file : Edit the file content without loading into DX2 memory.

New Directory : Creating a Directory. This function is useful if you want to organize files into groups and mark them so they are easy to find.

Move : Move file or directory to another directory in the same disk.

Copy file : Copying file creates a duplicate of original file and does not move the original file.

Disk format

You can initialize any type of disk to 1.6M, 1.44M, 800K, 720K, 2.88M or 3.2M format. But the DX2 is equipped with 1.44M drive so that you can not use 2.88MB or 3.2MB format unless you have a 2.88M drive, the drive hardware and the software format is fully compatible with PC.

Disk info

Show you the label, capacity, total file count and free space of the disk.

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Hard Disk Operating System

If you have the **diskdual**, you can backup all you games to the hard drive, and restore to the DX2 for playing, it will save your valuable time and storage space because of the high loading speed and its large capacity. All the operation is similar to the floppy drive O.S.

Warning : You will be prompted to confirm the operation of the disk format, all the data will be erased if you use the disk format operation.

Compact Disc Operating System

This is another Diskdual option for the DX2, with a CD-ROM drive you will be able to play CD-ROM games or AUDIO CDs.

RUN

Load the game and data from CD-ROM and the DX2 will also search/load for data on hard/floppy drive before running the game. Note that the data means the battery backup data, real-time save data, password and IPS file.

File manager

Dump : You can dump hexadecimal/ASCII code of the file to the screen.

Copy : You should copy the game to another writable storage device. If you want to edit the game program on CD-ROM.

Disc info

Show you the type, total capacity, file count information of CD DISC.

CD audio panel

This is an interactive control panel for playing AUDIO tracks.

Track icons:

Maximum of 20 tracks can be display on screen, place cursor on the track number and press enter to play the track.

Control icons:

: Open/Close the DISC Tray.

: Backward one track. It will go to the last track if this is the first.

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: Backward 5 second.

: Stop.

: Play.

: Pause.

: Forward 5 second.

: Forward one track. It will go to the first track if this is the last.

INTRO : Every track will be played 10 second.

SHUFFLE : Random play music.

REPEAT : Repeats playing of the selected track.

PROGRAM : You can edit the music play sequence.

Control buttons:

← → ↑ ↓ : Move cursor

X, Y, A, B : Go / Accept

START : Play / Pause

L / R : Backward / Forward one track

It will automatically play the track after CD is inserted, from first track to the last. You can change any play sequence while playing.

Zip Disk Operating System

All the function is similar to Floppy Disk O.S. Please refer there.

Appendixes

File Format

The DX2 file consists of a 512 bytes header and program (or data) blocks, one program block is 8K bytes and is loaded into memory from low address to high address sequentially.

File Name Format :

```
*.SMC or *.SWC  program
*.BBD           battery backup data
*.RTS           real time save
*.PAS           password (without file header)
*.IPS           international patch standard (without file header)
```

Content of the File Header :

```
byte 0   - numbers of block (low byte)
byte 1   - numbers of block (high byte)
           total numbers of block = (byte1 * 256) + byte0
byte 2   - program execution mode
bit: 76543210
     X           : 0, reserved
      X          : 0= no more split file, the last file
                   1= search for next split file
        X        : SRAM memory mapping, 0 mode20, 1=mode21
        X        : program memory mapping, 0=mode20, 1=mode21
```

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```
        XX     : SRAM mode(size), 00=256K, 01=64K, 10=16K, 11=off
          XX   : 00, reserved

byte 3~7 - 00, RESERVED
byte 8   - AA, FILE ID
byte 9   - BB, FILE ID
byte 10  - file type
            04: program
            05: battery back-up data
            08: real-time save data
byte 11~511 - 00, RESERVED
```

Interface Ports of the DX2

PC Communication

It's possible to connect virtually any kind of computers equipped with a parallel (or printer) port via DX2 PC Communication port, but some of the computers supports only 'download to wildcard' mode (Ex: Amiga and NEC PC98 series). You will have both of the download and upload capability if you have IBM PC or compatibles, the cable is a standard 25 pins male to male round type.

Parallel

It's a industrial standard parallel port and can be connected to the DiskDual or printer.

VGS

This is Front Fareast VIDEO GAME SYSTEM utility for PC-AT and compatibles.

F1 - Play Game

This function allows you to load a console backup image file from a subdirectory in your hard disk and to play it on your copier.

F2 - Play Cartridge

This function allows you to issue command to your copier so that it is forced to RUN IC card which is inserted in the copier. IC CARD must be inserted into the copier.

F3 - Backup Cartridge

This function allows you to copy a backup image of the IC CARD which is currently inserted into your copier. The VGS saves the backup image to a subdirectory on your PC's hard disk for future play.

F4 - Restore SRAM

This function allows you to restore an image of the SRAM and load it into the copier's SRAM from a subdirectory on your PC's hard disk.

F5 - Backup SRAM

This function allows you to store the contents of your copier's SRAM to your PC's hard disk

F6 - Set I/O Port

This function should be selected first. It allows you to select the operational I/O port on your PC which will be used to communicate with your copier. The suggested port is LPT1 (the primary printer port), using a 25 pin PARALLEL cable connected to your copier's PARALLEL I/O port. [Note for SMD Owners: The I/O port on the Super Magic Drive is labeled "COM

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I/O" which is NOT a COM: port. It is still a parallel port, used normally as described above.]

Available Ports:
LPT1 = Primary printer port on your PC. <SUGGESTED>
LPT2 = Secondary [optional] printer port on your PC.
LPT3 = Secondary [optional] printer port on your PC.

Other technical options are available for constructing a custom PC to COPIER interface.

F7 - Set Device

This option should be selected second, immediately after you select the I/O port. It allows you to define the type of BACKUP DEVICE you will be using in conjunction with the VGS/PC software. The supported device names will be listed on your screen. Please use the arrow keys to select the appropriate choice for your configuration and hit the ENTER key when choice is satisfactory.

Available Devices: (Copiers)
MAGICOM / WILD CARD << SMC/SWC owners should select this option
MAGIC DRIVE << SMD owners should select this option
MAGIC GRIFFIN
SUPER MAGIC CARD << SMC owners should also attempt this if above fails.

ESC - Quit to DOS

This option allows you to terminate the FRONT FAR EAST VGS/PC software and to exit to your PC's operating system. You will be prompted with a YES/NO choice. Please hit the Y key to exit to the operating system, or the N key to remain in VGS/PC.

Password Format

The detail description of password supported by DX2 is list below:

Front Fareast™ Standard

This is the patch/deprotect password format used by Front Fareast Co.
Code format is [nnaaaaaadd....]

nn	= data byte count.
aaaaaa	= offset address of the program file. (without 512 bytes header)
dd....	= data. (should be nn*2 characters)

Gold Finger™

The old popular password format used by many copiers.
Code format is [Gaaaaaddddddccc]

G	= gold finger ID. (must be capital)
aaaaa	= offset address of the program file. (without 512 bytes header)
dddddd	= 3 data bytes.
ccc	= checksum. (ignore by DX2)

Game Genie™

You can get this kind of code from most popular game magazines.
Code format is [dddd-dddd]
Remember to input '-' character as show in above format.

Action Replay™ / DX2 Search Cheat Code

The cheat code searched by DX2 is compatible to Action Replay™ code, It's

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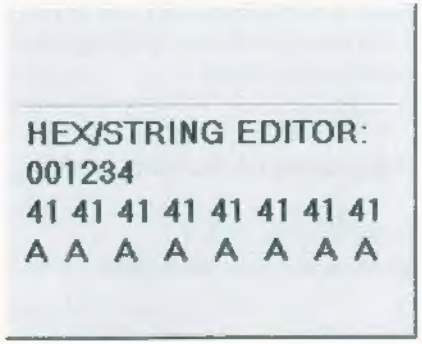
the most easy & powerful way to find codes by most end-user, let's try the trick with game.

1. Start your game and during the game, count the number of lives your character has.
2. Use **SELECT** & **TOP RIGHT** & **TOP LEFT** combination to go to DX2 menu.
3. Goto **PASSWORD MANAGER** and select **FIRST SEARCH-COUNTABLE** option. Enter the number of lives and the DX2 will now search for possible codes and inform you of possibilities.
4. Continue the game by **RUN** option in Wildcard O.S.
5. Now, lose a life and go back to the DX2 menu and then the password manager. This time, use **CONTINUE SEARCH** function. Now, the possibilities are reduced from the previous possibilities. If you have only 1 or 2 possibilities, then you have found the code. If you still have more possibilities, then you have to repeat this procedure until you find just 1 or 2 possibilities.
6. Now go back to the password manager and use **LIST CODE** function to list possible codes. You can press select to transfer the code and press B to continue listing.

All your cheat codes can then be saved on a disk using the BACKUP TO function for future play. Some games do not use the same number that you can see on screen. For example, if you try Super Mario World™, the number of lives that you see on screen is 5 but you have to use 4 when searching for this. In some games, you might have to add 1 to the number you see on the screen. It takes some practice and once you become familiar with this, you can finish all games before your friends and easily master any game you wish to try your luck with.

The **'HALF SCALE'** method is used where no number is known, for example: energy bar or meter where you can tell relatively how much energy you have. To use this method, you can start the first search at any level of energy, i.e. full energy, and stop the game goto continue search at half scale of the previous level, i.e. 50% energy, and if you still have many possibilities and want to do continue search then you should stop the game while energy is 25%, just repeat this procedure until you find just 1 or 2 possibilities.

HEX/String Edit



The editor screen has 3 information lines:

- Offset address of the file or memory data.
- HEX value of data.
- ASCII code of data.

You can edit data of the file, program or battery back-up memory, all the numbers displayed are in HEX format, input HEX or ASCII code value, please press < A > button to see more button function.

Note: you can only browse the data of cartridge and CD-ROM file, the data can't be changed.

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Troubleshooting

Why the game backup from a cartridge can not work properly in DX2?

- ☛ You can not backup and play game, if the cartridge has a special DSP chip inside.
- ☛ Try to backup the cartridge once again.
- ☛ Contact your dealer or login console BBS to get the patch file if the game is protected.
- ☛ Return your DX2 and the game disk for check service.

Screen flash while accessing floppy disk ?

- ☛ You need an extra power adapter on your DX2.

Disk error message while loading or saving the file?

- ☛ Eject the disk and insert again, if it still errors then re-format your disk.

VGS doesn't work?

- ☛ Check if 'Set I/O Port' setting is correct?
- ☛ Check if you connect cable to the PC COM. port on DX2?
- ☛ Check if your 25pins round cable is error free?
- ☛ Try to run the VGS by turn off the PC turbo mode.
- ☛ Try to get the latest version of the VGS.

Gold finger code doesn't work?

- ☛ Make sure to input a 'G' character in front of the code.

Why the game hang up while running in the real time save mode?

- ☛ Some of the games require to synchronize between main program and sound driver, so you can only play it in normal mode, it's estimated that 85% to 90% of the games can run with real time mode perfectly.

Specifications

Model	SWC3201DX2		
Core Chip	FC9304-JSI		
Memory	DRAM	32M Bits	(4M Bytes)
	SRAM	256K Bits	(32K Bytes)
	NVRAM	1K Bits	(128 Bytes)
Connector	PC Communication		(25pin D-Type Female)
	Parallel (Bi-Direction)		(25pin D-Type Female)
	CD-AUDIO Input		(Mini Jack)
Floppy Drive	1.44MB High Density		

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Warranty

Front Fareast warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of **ninety (90)** days from the date of purchase as evidenced by your receipt. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is **null and void** if the hardware case has been opened and/or any parts were removed or if software or any accessories other than those authorized by Front Fareast are used in connection with this product.

MEMO